

APPENDIX I

% Creating a network topology object

```

5      network_topo = topo('init');          % graphically place nodes on screen
      addlink(network_topo);                % graphically connect up nodes
      labelnames(network_topo);             % graphically label nodes

      save network_topo;                    % save network_topo for future use
10

```

% Top level procedure to compute paths that optimize use of network capacity

% inputs:

% D = traffic demand matrix

```

15      % (retrieved from predictions stored in TMS Statistics Repository)

```

% network_topo = topology object defining the network topology

% P = network policy information

% (matrix of reserved capacity, which indicates links whose use

% is administratively prohibited or which should not be

```

20      % completely allocated)

```

% outputs:

% allocated_paths() = list of paths to set up, to TMS signalling system

```

25      C = capacity(network_topo);          % retrieve network topology information
      C = C - P;

```

saved_C = [];

saved_SLA = [];

```

30      assigned_paths = [];

```

round = 0;

[SLA, S] = create_ordered_sla(D);

```

35      F = SLA(1)

```

for F = SLA',

round = round + 1;

saved_C{round} = C;

```

40      saved_SLA{round} = F;

```

F % display the flow

W = calc_weights('calcweight2',F,C);

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45      [dist, P] = floyd(W);

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    path = findpath(P,F,i,F,j);

    assigned_paths{round}.path = path;
5    assigned_paths{round}.flow = F;

    if (isempty(path))
        fprintf(1,'no path for flow:\n'); F
    else
10        C = compute_residual_capacity('c - F.bw',path,F,C);
    end

end

15    function [W] = calc_weights(func,F,C)
    % function [W] = calc_weights(func,F,C)
    %
    % Compute the weights by calling func on each elt of C
    % func must be of the form double func(Flow F, Capacity_elt c, node i, node j)

20    func = fcnchk(func);

    for i = 1:size(C,1)
        for j = 1:size(C,2)
25            W(i,j) = feval(func,F,C(i,j),i,j);
        end
    end

end

30    function [w] = calcweight2(F,c,i,j)
    % function [w] = calcweight2(F,c,i,j)
    % basic weight calc

    if (0 == c)
35        w = inf;
        return;
    end

    % rule out paths that can't hack it
40    if (F.bw > c)
        w = inf;
        return;
    end

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[Y, I] = sortrows(S,1);

S = Y(size(Y,1):-1:1,:); % reverse order

5   SLA = struct('bw',num2cell(S(:,1)), 'i', num2cell(S(:,2)), 'j', num2cell(S(:,3)));

return;

10  function [path] = findpath(P,i,j)
    % function [path] = findpath(P)
    %
    %

15  path = [];

    if (i == j)
        path = [i];
        return;
20  end

    if (0 == P(i,j))
        path = [];
    else
25        path = [findpath(P,i,P(i,j)) j];
    end

function [D, P] = floyd(W)
% function [D, P] = floyd(W)
% given weights Wij, compute min dist Dij between node i to j
% on shortest path from i to j, j has immediate predecessor Pij

30  n = size(W,1);
    if (n ~= size(W,2))
35        error('Input W is not square?!');
    end

    D = W;

40  P = repmat([1:n]',[1 n]);
    P = P .* ~isinf(W);
    P = P .* ~eye(n);

    for k = 1:n
45        for i = 1:n

```

```

for j = 1:n
    alt_path = D(i,k) + D(k,j);
    if (D(i,j) > alt_path)
        D(i,j) = alt_path;
        P(i,j) = P(k,j);
    end
end
end

```

```

end

```

```

k;
D;
P;
end

```

5

10

The code is

APPENDIX II

```

function addlink(TOPO)
% addlink(TOPO)
%
5 % interactively add links to the TOPO

update(TOPO);
c_src = 1;
c_dst = 2;
10 c_bw = 3;

figure(TOPO.cur_fig)

while (1)
15
    fprintf(1,'\n\nHit Button 3 to end...\n\n');

    % find coords and index i of src
    [x1i y1i button] = ginput(1);
20 if (button == 3) break; end

    d = sqrt((TOPO.locs(:,1) - x1i).^2 + (TOPO.locs(:,2) - y1i).^2);
    [d,i] = min(d);
    x1 = TOPO.locs(i,1); y1 = TOPO.locs(i,2);
25

    % find coords and index j of dst
    [x2i y2i] = ginput(1);
    d = sqrt((TOPO.locs(:,1) - x2i).^2 + (TOPO.locs(:,2) - y2i).^2);
    [d,j] = min(d);
30 x2 = TOPO.locs(j,1); y2 = TOPO.locs(j,2);

    hold on;
    lh = line([x1 x2],[y1 y2],'color','red');

35 cap = input('Enter capacity (in Mbps) > ');

    fprintf(1,'About to create symmetric %d Mbps link from node %d to node %d\n',cap,i,j);

    doit = input('Enter Y to confirm, N to reject, and B to change bandwidth (Y)> ','s');
40

    if (isempty(doit)) doit = 'Y'; end

    if (doit == 'n' | doit == 'N')
        delete(lh);
45 return;

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end

if (doit == 'b' | doit == 'B')
    buf = sprintf('Enter capacity from %d to %d (in Mbps) > ',i,j);
    cap_i_to_j = input(buf);

    buf = sprintf('Enter capacity from %d to %d (in Mbps) > ',j,i);
    cap_j_to_i = input(buf);
else
    cap_i_to_j = cap;
    cap_j_to_i = cap;
end

%build the link records
clear linkab linkba;

linkab.src = i;
linkab.dst = j;
linkab.bw = cap_i_to_j;
linkab.handle = lh;

linkba.src = j;
linkba.dst = i;
linkba.bw = cap_j_to_i;
linkba.handle = lh;

% now draw the actual link on the map
delete(lh);
lh = drawlink(TOPO, linkab);

% now store the link info
TOPO.links = [TOPO.links ; linkab ; linkba ];
TOPO.linkarray = [TOPO.linkarray ; [ i j cap_i_to_j] ; [ j i cap_j_to_i ]];

end % of while loop

assignin('caller',inputname(1),TOPO);

function [C, portmap] = capacity(TOPO)
% [C, portmap] = capacity(TOPO)

```

```

% portmap maps indices of C to elts of nodes(TOPO)
% [node dir] where
% node is index of elt in nodes(TOPO)
% dir is 1 if data enters here, -1 if data leaves here

5 numnodes = length(TOPO.links) * 2;

C = zeros(numnodes,numnodes);

10 curnode = 0;
portmap = [];
for i = 1:length(TOPO.links)
    link = TOPO.links(i);
    curnode = curnode + 1;
15 portmap(curnode,:) = [link.src -1];
    curnode = curnode + 1;
    portmap(curnode,:) = [link.dst 1];

    C(curnode-1,curnode) = link.bw;
20 end

c_node = 1;
c_dir = 2;

25 for i = 1:length(TOPO.nodes)
    ins = find(portmap(:,c_node) == i & portmap(:,c_dir) == 1);
    outs = find(portmap(:,c_node) == i & portmap(:,c_dir) == -1);

    for j = ins
30         for k = outs
            C(j,k) = inf;
        end
    end
end

35 function [a, b, c] = debug(t)

update(t);

fieldnames(t)

40 a = t.nodes
b = t.locs
c = t.links
function display(TOPO)
45 % DISPLAY a topo object

```


% a link is a unidirectional, so the value is probably twice what you want

```
fprintf(['TOPO object: %d nodes %d links]\n',...
        length(TOPO.nodes),length(TOPO.links));
```

```
5 function draw(TOPO)
  % draw(topo)
  %
  % draw the topology figure in a new window
```

```
10 TOPO.cur_fig = figure;
    axis(TOPO.axis);
    axis equal;
    axis manual;
    box on;
15 hold on;
```

```
    for i = 1:length(TOPO.nodes)
        nm = plot(TOPO.nodes{i}.loc(1),TOPO.nodes{i}.loc(2),'ob');
        TOPO.nodes{i}.mark_handle = nm;
        if (isfield(TOPO.nodes{i},'nameloc'))
            TOPO.nodes{i}.nameloc(3) = text(TOPO.nodes{i}.nameloc(1),...
                TOPO.nodes{i}.nameloc(2),TOPO.nodes{i}.name);
        end
    end
end
```

```
25 % yes, this draws the same link twice. fix it if it matters -dam 11/21
```

```
    TOPO.linkarray = [];
    for i = 1:length(TOPO.links)
        TOPO.links(i).handle = drawlink(TOPO,TOPO.links(i));
        TOPO.linkarray = [TOPO.linkarray ; ...
            [ TOPO.links(i).src TOPO.links(i).dst TOPO.links(i).bw]];
    end
```

```
35 assignin('caller',inputname(1),TOPO);
    function ex(t)
```

```
    t.nodes
    function labelnames(TOPO)
40 % function labelnames(TOPO)
    % make it easy to label the nodes
```

```
    for i = 1:length(TOPO.nodes)
        fprintf('Place label for node %d "%s"\n',i,char(TOPO.nodes{i}.name));
```

```
45
```

```

origcolor = get(TOPO.nodes{i}.mark_handle,'color');
set(TOPO.nodes{i}.mark_handle,'color',[1 0 0]);

if (isfield(TOPO.nodes{i},'nameloc'))
5       good_x = TOPO.nodes{i}.nameloc(1);
       good_y = TOPO.nodes{i}.nameloc(2);
end
th = [];
while (1)
10       fprintf('Button 1 to (re)place text, Button 3 to accept\n');
       [x,y,button] = ginput(1);
       if (3 == button) break; end
       if (~isempty(th)) delete(th); end
       th = text(x,y,TOPO.nodes{i}.name);
15       good_x = x; good_y = y;
end
TOPO.nodes{i}.nameloc = [good_x, good_y, th];
set(TOPO.nodes{i}.mark_handle,'color',origcolor);
end

20 assignin('caller',inputname(1),TOPO);function names(TOPO)
% NAMES the list of names of the nodes in the topo

fprintf('Node\t\tName\n');
25 for i = 1:size(TOPO.names,1)
       fprintf('%d\t\t%s\n',i,TOPO.names{i});
end
function [node] = nodes(TOPO)
% function [node] = nodes(TOPO)
30 % returns a cell array describing nodes in the TOPO

node = TOPO.nodes;
function [TOPO] = topo(TOPO)
% [TOPO] = topo(TOPO)
35 %% if input TOPO is 'init', create a new topology
%
%       newtopo = topo('init');
%
% else add new nodes to TOPO
40 %
% nodes is a array of structs, one per node
% link is a array of structs, one per link
%       a link is a unidirectional item, so there are probably twice
%       as many links as you'd expect.
45

```

```

if (nargin < 1)
    error('topo(TOPO) or topo("init") - not enough args');
end

5   if (ischar(TOPO) & TOPO == 'init')
        clear TOPO

        TOPO.nodes = [];
        TOPO.links = [];

10      TOPO.capacity = []; % now computed as needed
        TOPO.locs = []; % internal cache
        TOPO.linkarray = []; % internal cache

15      f = figure;
        axis([0 75 0 50]);
        TOPO.axis = axis;
        TOPO.cur_fig = f;
        axis equal
20      axis manual
        box on
        hold

    else
        figure(TOPO.cur_fig);
25    end

    nodecount = length(TOPO.nodes);

30    while (1)
        clear nodeinfo;
        fprintf(1, '\n\nHit Button 3 to stop\n\n');
        [x y but] = ginput(1);
35      if (but == 3) break; end
        x = floor(x); y = floor(y);
        nm = plot(x,y,'ob');
        name = input('Enter name > ','s');

40      nodeinfo.loc = [ x y];
        nodeinfo.mark_handle = nm;
        nodeinfo.name = cellstr(name);
        nodecount = nodecount + 1;
        TOPO.nodes{nodecount} = nodeinfo;

45    end

```

```

if ('topo' ~= class(TOPO))
    TOPO = class(TOPO,'topo');
end

5
if (nargout == 0)
    assignin('caller',inputname(1),TOPO);
end
function lh = drawlink(TOPO, link)
10
% assumes TOPO.linkarray is already valid, and draws the position of
% link line based on the number of links already present in linkarray

c_src = 1;
c_dst = 2;
15
c_bw = 3;

i = link.src;
j = link.dst;

20
x1 = TOPO.nodes{i}.loc(1);
y1 = TOPO.nodes{i}.loc(2);
x2 = TOPO.nodes{j}.loc(1);
y2 = TOPO.nodes{j}.loc(2);

25
if (isempty(TOPO.linkarray))
    num_links = 0;
else
    num_links = sum(TOPO.linkarray(:,c_src) == i & TOPO.linkarray(:,c_dst) == j);
30
end

pattern = [ 0 1 -1 2 -2 3 -3] * .3;

if (abs(x1 - x2) > abs(y1 - y2))
35
    delta_x = 0;
    delta_y = pattern(num_links + 1);
else
    delta_x = pattern(num_links + 1);
    delta_y = 0;
40
end

lh = line([x1 x2] + delta_x, [y1 y2] + delta_y, 'color', 'black');
function update(TOPO)
45

```

```

clear TOPO.locs;
for i = 1:length(TOPO.nodes)
    TOPO.locs(i,:) = TOPO.nodes{i}.loc
end

clear TOPO.linkarray;
for i = 1:length(TOPO.links)
    TOPO.linkarray = [TOPO.linkarray ; ...
        [ TOPO.links(i).src TOPO.links(i).dst TOPO.links(i).bw]];
end

% these are here to be cut and pasted into other functions as needed
% there doesn't seem to be a good way to pass them around in another fashion
% (using assigning('caller'...) to force their definition sounds like asking
% for trouble 'cause you'll overwrite another definition of them...)
c_src = 1;
c_dst = 2;
c_bw = 3;

assignin('caller',inputname(1),TOPO);

```

TOPOGETOBJ